

Ambush!



Yetis ambush the party!

1 to 2 Heroes = 1 Yeti

3 to 4 Heroes = 2 Yetis

5 Heroes = 3 Yetis

Place the appropriate amount of Yetis on the squares furthest from the Heroes. The Yetis may attack immediately.

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Frostbound Elixirs



Half-buried in snow lies a shattered wooden crate. Nestled among the splintered planks are two intact vials, preserved by the bitter cold.

You find a Potion of Frost Skin and a Potion of Icy Strength. Record the potions to your character sheet and shuffle the card back into the Journey deck.



Frostmaul

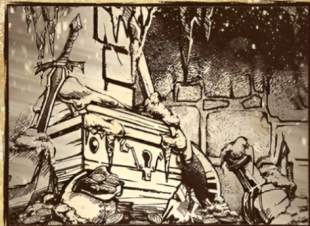


Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	5	4	4	3

You come across the infamous Frostmaul. Place the enemy on the square furthest from the Heroes. Frostmaul may then immediately start their turn.

Reward: 1 Relic Coin

Frozen Cache



Beyond a curtain of hanging icicles lies a chamber sealed in ice. Inside, weapons and coins sit undisturbed.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

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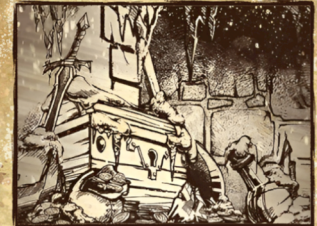


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Frozen Slope



The ice breaks beneath your step, and you slide helplessly down the frozen slope.

Roll 1 combat die.

White Shield – Regain your footing.

Black Shield – Lose 1 Body Point.

Skull – Lose 1 Body Point and must discard 1 Potion, if you have one.

Ice Storm



Dark clouds churn overhead as jagged shards of ice rain down upon the frozen wastes. The wind howls without mercy, forcing you to seek shelter and wait out the fury.

The storm does not pass quickly and slows your progress. The journey takes 1 additional day.

Icy Crossing



A frozen river blocks your path, its surface glazed smooth beneath drifting snow. The ice creaks softly under your weight.

One careful step at a time, you begin the crossing.

Each Hero rolls 1 combat die as they cross.

White Shield – Crosse safely.

Black Shield – Slip and lose 1 Body Point.

Skull – Slip and lose 2 Body Points.

Icy Specters



Pale shapes drifts across the snow, barely touching the ground. Their form shimmers like frost in moonlight, and their hollow eyes glow with a cold, hateful light.

Place 2 Specters on spaces furthest from the Heroes. The Specters may then immediately start their turn.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Seperated



The Heroes become briefly seperated and each must face a different event.

Each Hero must draw 1 Journey card which applies to that Hero alone.

Treacherous Ice



A thin sheen of frost coats the path ahead. What appears solid proves dangerously slick beneath your step.

A sudden slip sends you to the ground. Something fragile shatters.

You must choose 1 potion to discard. If you are not carrying a potion, nothing happens.

Unnatural Cold



The air turns deathly still. Frost spreads across the ground in unnatural patterns, and your breath freezes before it leaves your lips.

The freezing cold causes the Heroes to each lose 1 Body Point.



Wandering Wolf



A lone wolf watches from a snow-covered ridge — it studies you.

Roll 1 combat die.

White Shield — The Wolf is befriended.

Black Shield — The Wolf flees

Skull — The Wolf attacks. Fight 1 Wolf.

Yeti Bounty



A hunting lodge in the north has posted a reward for the slaying of the savage Yetis that stalk the frozen passes.

While you are traveling the Frozen Lands any Yetis that are defeated reward 25 gold coins each.



The Journey



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